Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-70 (cancelled).

71 (new).   A gaming apparatus comprising:

one or more display units;

a wager input device; and

a processor operatively coupled to at least one of the one or more display units, the wager input device, and a memory,

the processor receiving a wager via the wager input device from a player,

the processor causing one of the one or more display units to display an image representative of a primary game,

the processor determining if a bonus event trigger has occurred,

the processor causing one of the one or more display units to display an image representative of a bonus game playable between a representation associated with the player and a representation associated with an opponent, the representations each having at least one attribute associated with the bonus game, if the bonus event trigger occurs,

the processor offering the player at least one advantage option, the at least one advantage option affecting at least one of the at least one attribute of the representation associated with the player and the at least one attribute of the representation associated with the opponent,

the processor determining a payout associated with an outcome of the bonus game.

72 (new).   The gaming apparatus of claim 71, wherein the primary game is at least one of slots, blackjack, poker, keno, and bingo.

73 (new).   The gaming apparatus of claim 71, wherein the bonus event trigger is an outcome associated with the primary game.

74 (new).   The gaming apparatus of claim 71, wherein the bonus event trigger is a quantity of advantage credits.

75 (new).   The gaming apparatus of claim 74, wherein the processor causes one of the one or more display units to display the quantity of advantage credits.

76 (new).   The gaming apparatus of claim 74, wherein the processor alters the quantity of advantage credits based on a primary game outcome.

77 (new).   The gaming apparatus of claim 74, wherein the processor alters the quantity of advantage credits based on the bonus game outcome.

78 (new).   The gaming apparatus of claim 74, wherein:

the processor receives a selection of an advantage option; and

the processor deducts from the quantity of advantage credits based on the selection.

79 (new).   The gaming apparatus of claim 71, wherein the opponent is a computer-generated opponent.

80 (new).   The gaming apparatus of claim 71, wherein the bonus game is at least one of ping-pong, basketball, hockey, horse racing, auto racing, and skiing.

81 (new).   The gaming apparatus of claim 80,

wherein, if the bonus game is ping-pong, the at least one advantage option is at least one of decreasing the size of a paddle associated with the opponent, increasing the size of a paddle associated with the player, or reducing the shrinkage rate of a paddle associated with the player versus a paddle associated with the opponent;

wherein, if the bonus game is basketball, the at least one advantage option is at least one of decreasing the size of a basketball hoop associated with the opponent, decreasing the height of a basketball player associated with the opponent, increasing the size of a basketball hoop associated with the player, and increasing the height of a basketball player associated with the player; and

wherein, if the bonus game is hockey, the at least one advantage option is at least one of decreasing the size of a hockey stick associated with the opponent, decreasing the size of a goal associated with the opponent, increasing the size of a hockey stick associated with the player, and increasing the size of a hockey goal associated with the player.

82 (new).   The gaming apparatus of claim 71, wherein the at least one advantage option affects the at least one attribute of the representation associated with the player.

83 (new).   The gaming apparatus of claim 71, wherein the at least one advantage option affects the at least one attribute of the representation associated with the opponent.

84 (new).   The gaming apparatus of claim 71, wherein the wager input device is at least one of a credit card reader, debit card reader, player card reader, coin acceptor, and bill validator.

85 (new).   A gaming apparatus comprising:

one or more display units;

a wager input device; and

a processor operatively coupled to at least one of the one or more display units, the wager input device, and a memory,

the processor receiving a wager via the wager input device from a player,

the processor causing one of the one or more display units to display an image representative of a primary game,

the processor determining if a bonus event trigger has occurred,

the processor causing one of the one or more display units to display an image representative of a ping-pong game playable between a paddle associated with a player and a paddle associated with an opponent, if the bonus event trigger occurs,

the processor offering the player at least one advantage option, the at least one advantage option affecting at least one of the paddle associated with the player and the paddle associated with the opponent,

the processor determining a payout associated with an outcome of the ping-pong game.

86 (new). The gaming apparatus of claim 85, wherein the at least one advantage option comprises at least one of decreasing the size of the paddle associated with the opponent, increasing the size of the paddle associated with the player, and reducing the shrinkage rate of the paddle associated with the player versus the paddle associated with the opponent.

87 (new). A method comprising:

receiving a wager from a player;

displaying an image representative of a primary game;

determining if a bonus event trigger has occurred;

displaying an image representative of a bonus game, the bonus game including a representation associated with the player and a representation associated with an opponent, the representations each having at least one attribute associated with the bonus game, if the bonus event trigger occurs,

offering the player at least one advantage option, the at least one advantage option affecting at least one of the at least one attribute of the representation associated with the player and the at least one attribute of the representation associated with the opponent, and

determining a payout associated with an outcome of the bonus game.

88 (new).   The method of claim 87, wherein the primary game is at least one of slots, blackjack, poker, keno, and bingo.

89 (new).   The method of claim 87, wherein the bonus event trigger is an outcome associated with the primary game.

90 (new).   The method of claim 87, wherein the bonus event trigger is a quantity of advantage credits.

91 (new).   The method of claim 90, further comprising displaying the quantity of advantage credits.

92 (new).   The method of claim 90, further comprising altering the quantity of advantage credits based on a primary game outcome.

93 (new).   The method of claim 90, further comprising altering the quantity of advantage credits based on the bonus game outcome.

94 (new).   The method of claim 90, further comprising:

receiving a selection of an advantage option; and

deducting from the quantity of advantage credits based on the selection.

95 (new).   The method of claim 87, wherein the opponent is a computer-generated opponent.

96 (new).   The method of claim 87, wherein the bonus game is at least one of ping-pong, basketball, hockey, horse racing, auto racing, and skiing.

97 (new).   The method of claim 96,

wherein, if the bonus game is ping-pong, the at least one advantage option is at least one of decreasing the size of a paddle associated with the opponent, increasing the size of a paddle associated with the player, or reducing the shrinkage rate of a paddle associated with the player versus a paddle associated with the opponent;

wherein, if the bonus game is basketball, the at least one advantage option is at least one of decreasing the size of a basketball hoop associated with the opponent, decreasing the height of a basketball player associated with the opponent, increasing the size of a basketball hoop associated with the player, and increasing the height of a basketball player associated with the player; and

wherein, if the bonus game is hockey, the at least one advantage option is at least one of decreasing the size of a hockey stick associated with the opponent, decreasing the size of a goal associated with the opponent, increasing the size of a hockey stick associated with the player, and increasing the size of a hockey goal associated with the player.

98 (new).   The method of claim 87, wherein the at least one advantage option affects the at least one attribute of the representation associated with the player.

99 (new).   The method of claim 87, wherein the at least one advantage option affects the at least one attribute of the representation associated with the opponent.

100 (new).   A method comprising:

receiving a wager from a player;

displaying an image representative of a primary game;

determining if a bonus event trigger has occurred;

displaying an image representative of a ping-pong game, the ping-pong game including a paddle associated with the player and a paddle associated with an opponent, if the bonus event trigger occurs,

offering the player at least one advantage option, the at least one advantage option affecting at least one of the paddle associated with the player and the paddle associated with the opponent, and

determining a payout associated with an outcome of the ping-pong game.

101 (new).   The method of claim 100 wherein the at least one advantage option comprises at least one of decreasing the size of the paddle associated with the opponent, increasing the size of the paddle associated with the player, and reducing the shrinkage rate of the paddle associated with the player versus the paddle associated with the opponent.